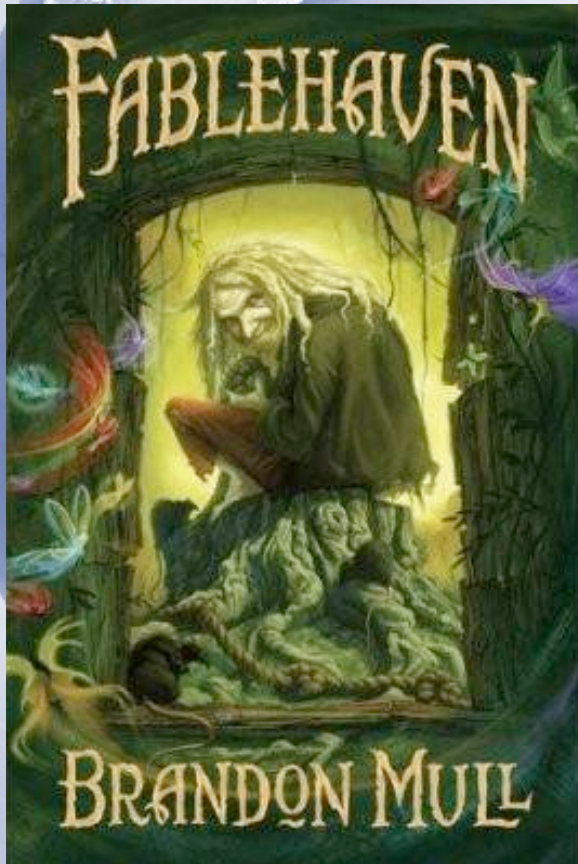


FableHaven
author: Brandon Mull

The Giver

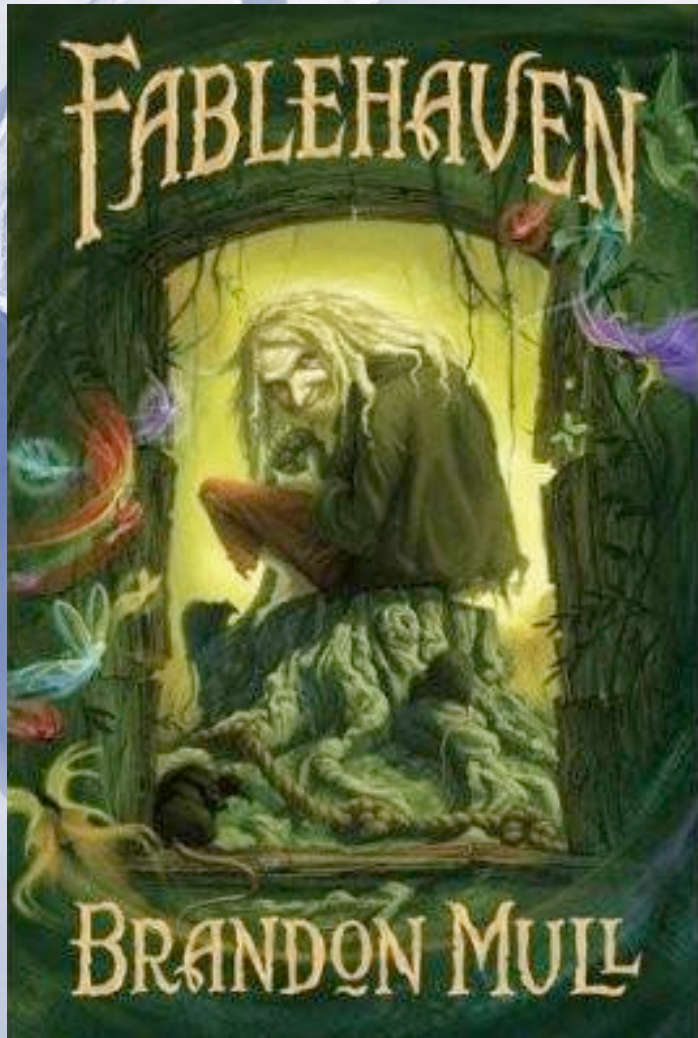




Characters and Description

- ✧ Seth : curious, a good guy, easygoing, encouraging, and he's smart
- ✧ Kendra : brave, smart easygoing, and always nervous

Setting



- ✧ In a car
- ✧ At Fablehaven
- ✧ Pool
- ✧ Attic
- ✧ Grandparent's house



The Problem

✧ FableHaven attacked and its up to Kendra to save it from the witch



The 1st main event

- ✧ A witch named Muriel puts a spell on Fablehaven
- ✧ Most of the family gets chained to a wall
- ✧ Muriel tries to capture Kendra, but Kendra gets away



2nd main event

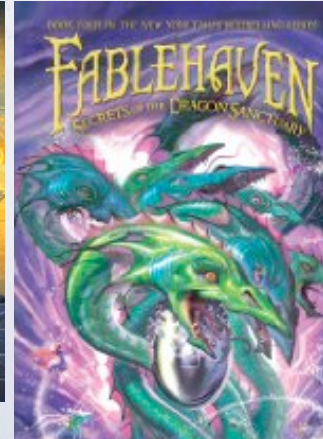
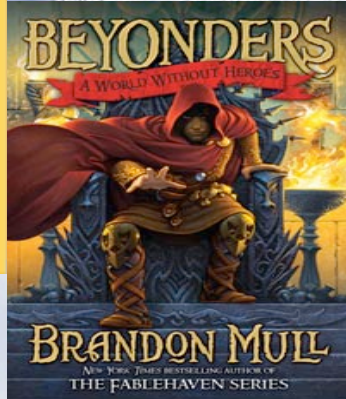
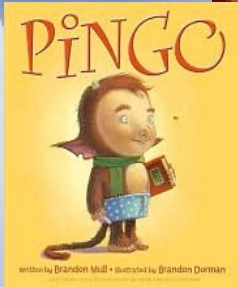
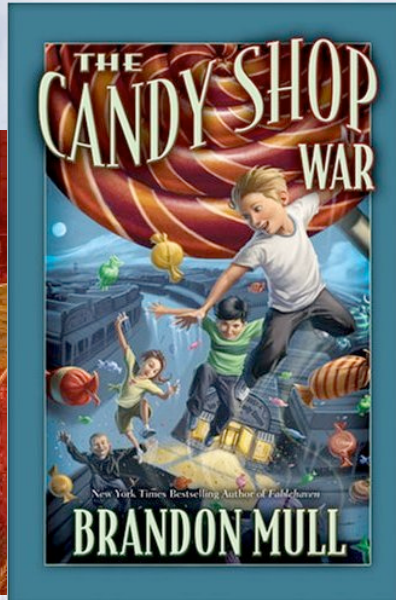
- ✧ Kendra destroys FableHaven with a truck
- ✧ Then Kendra comes back to FableHaven to see if Muriel was her old self again



Author's message

- ✧ Always be brave
- ✧ Never be a snoop

Author's Bibliography



- ✧ FableHaven 2 rise of the evening star
- ✧ Grip of the shadow plague
- ✧ Secrets of the dragon sanctuary
- ✧ Keys to the Demon Prison
- ✧ Pingo
- ✧ A World without Heros
- ✧ The Candy shop War

Image resources

- ✧ <http://www.flickr.com/photos/huntleylibrary>
- ✧ <http://www.flickr.com/photos/cctwebteam>
- ✧ <http://www.flickr.com/photos/storiesforchildrenmagazine>
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